



OGRES

NEUTRAL

Red Goblin Scout Sniffs*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	5	3	3	1	7	9/11	[105]
Nimble, Vicious (Melee) Shortbows (18", Steady Aim) Keywords: Beast, Goblin									

Berserker Braves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									

Siege Breakers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	240
Brew of Haste Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	[240]
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									

Mammoth

Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	5	1	12	-/18	220
Upgrade to The Big Deal [1] - Increasing to Brutal (2) , gain Very Inspiring and Call to Greatness Brutal (2), Crushing Strength (2), Rampage (Melee - D6), Strider, Thunderous Charge (2), Very Inspiring, Call to Greatness Keywords: Beast									
									[250]

Nomagarok [1]

Hero (LrgInf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	5	3	1	5	12/14	[140]
Bloodlust, Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock[1] Spells: Bane Chant (3), Heal (4), Lightning Bolt (4) Keywords: Berserker, Ogre, Warlock									

Hell on Wheels [1]

Formation


Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Formation(1)									[0]

Warlord on Chariot (F)

Hero (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	4	1	7	15/17	[200]
Brutal, Crushing Strength (2), Inspiring, Nimble, Rallying (1 - Chariot only), Rampage (D3), Thunderous Charge (1) Keywords: Ogre									

Ogre Chariot (F)										Chariot
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	3	-	5	4	2	15	15/17	220	
Sir Jesse's Boots of Striding										15
Brutal, Crushing Strength (1), Rampage (D3), Thunderous Charge (2)										[235]
Keywords: Ogre										
Regiment(3)	8	3	-	5	4	2	15	15/17	220	
Maccwar's Potion of the Caterpillar										20
Brutal, Crushing Strength (1), Rampage (D3), Thunderous Charge (2)										[240]
Keywords: Ogre										

 NIGHTSTALKERS										EVIL
Scarecrows										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	-	3	2	2	15	-/14	[80]	
Mindthirst, Stealthy, Wild Charge (D3)										
Keywords: Expendable, Nightmare, Zombie										
Void Lurker										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	6	1	10	17/19	[270]	
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)										
Keywords: Phantasm, Voracious										

Total Unit Strength: 21
 Total Core: 1950 (84.8%)
 Total Ally: 350 (15.2%)

Total Units: 12

SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Call to Greatness	As long as this unit is present and in play on the table, at the start of each of your Melee phases you may select a single friendly Core unit with the Ogre keyword within 12" regardless of Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.

Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Ogre Warlock[1]	For each friendly core Large Infantry Regiment or Large Infantry Horde within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> <i>Inspiring</i> : If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.